

FIG. 1

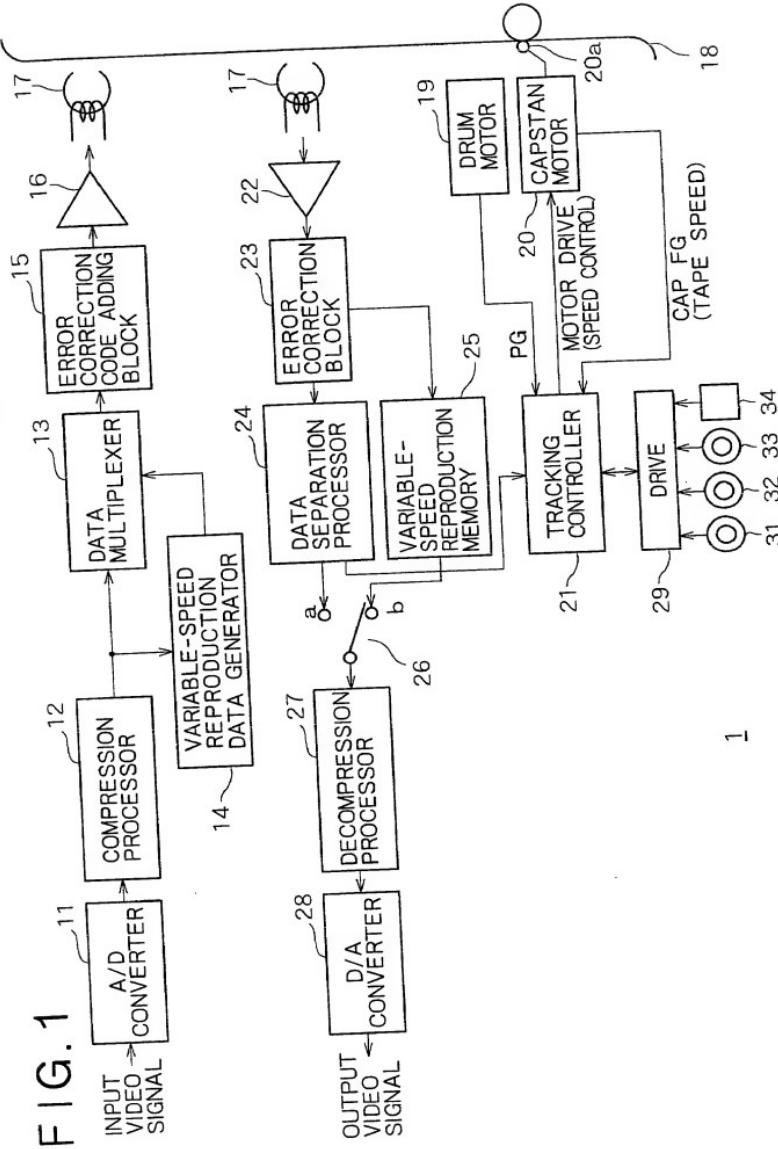


FIG. 2

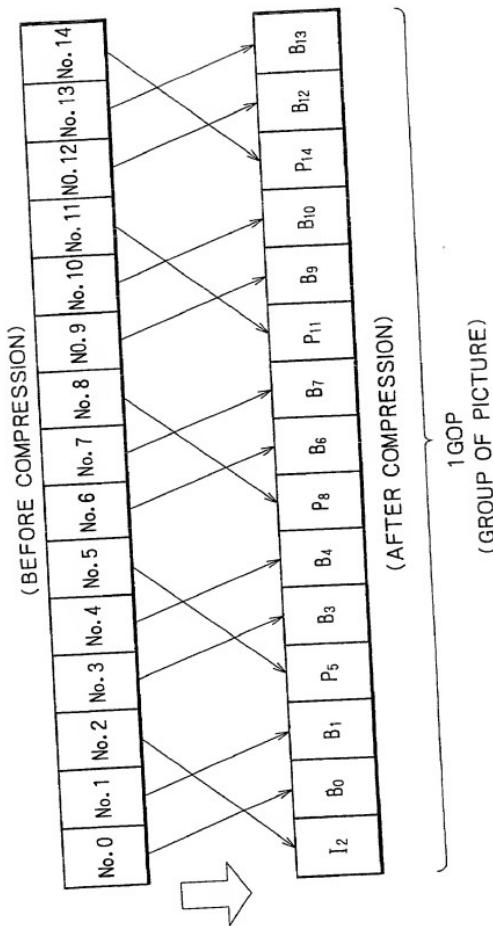


FIG. 3

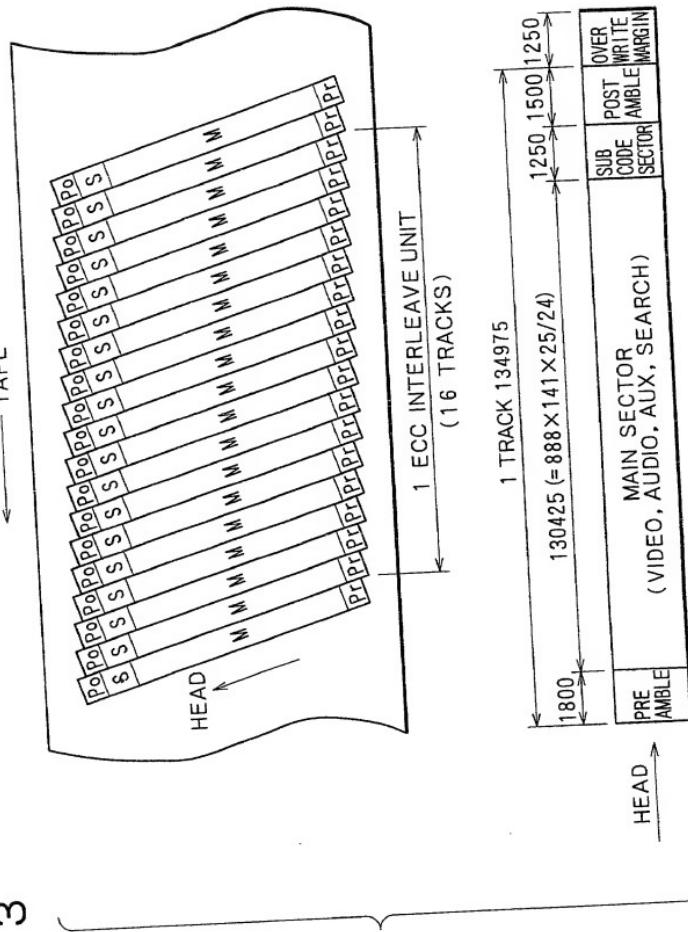


FIG. 4

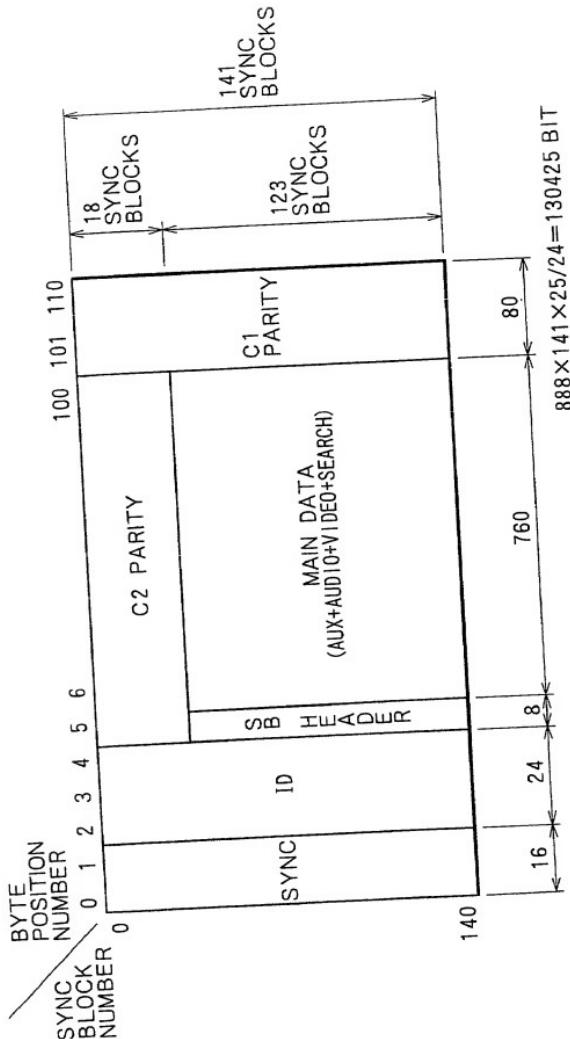


FIG. 5

				100	101	102	SB HEADER (1BYTES)	DATA (95BYTES)
F_TYPE	TRACK PAIR NUMBER (0-63)	SYNC BLOCK NUMBER (0-140)	OVERRWRITE PROTECT				SB HEADER	DATA
F_TYPE (E)	TRACK PAIR NUMBER (0-63)	SYNC BLOCK NUMBER (0-140)	OVERRWRITE PROTECT				SB HEADER	DATA
b7	b6	b5	b4	b3	b2	b1	b0	

FIG. 6

MAIN DATA TYPE		CONTENTS			
b7	b6	b5	b4	b3	b2 b1 b0
0 PES-VIDEO		F/P		CONTINUITY COUNTER	
1 PES-AUDIO		F/P		CONTINUITY COUNTER	
2 SEARCH		V/A	SEARCH SPEED	RES	
3 AUX		AUX MODE		RESERVED	
4 TS-1H		JUMP FLAG	TIME STAMP		
5 TS-2H			CONTINUITY COUNTER		
6 NULL			RESERVED		
7 RESERVED			RESERVED		

P/F : PARTIAL/FULL
V/A : VIDEO/AUDIO

FIG. 7

SEARCH SPEED

- 0 : RESERVED
- 1 : 4 - FOLD SPEED
- 2 : 8 - FOLD SPEED
- 3 : 16 - FOLD SPEED
- 4 : 24 - FOLD SPEED
- 5 : 32 - FOLD SPEED
- 6-7 : RESERVED

FIG. 8

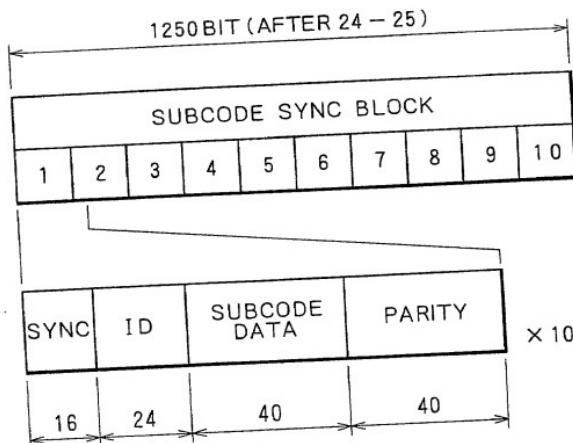


FIG. 9

	ID0		ID1	
	b7-b5	b4-b0	b7-b4	b3-b0
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (0)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (1)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (2)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (3)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (4)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (5)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (6)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (7)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (8)	OVERWRITE PROTECT
F_TYPE	TRACK PAIR NUMBER (0-31)	RESERVED	SB NUMBER (9)	OVERWRITE PROTECT

FIG. 10A

USER TAPE

1	ATNF (ATN+FLG)
2	TTC
3	REC DATE
4	REC TIME
5	ATNF (ATN+FLG)
6	TTC
7	REC DATE
8	REC TIME
9	ATNF (ATN+FLG)
10	TTC

PRE REC TAPE

1	ATNF (ATN+FLG)
2	TTC
3	PART NUMBER
4	CHAPTER START
5	ATNF (ATN+FLG)
6	TTC
7	PART NUMBER
8	CHAPTER START
9	ATNF (ATN+FLG)
10	TTC

FIG. 10B

FIG. 11

BIT	FLG	CONTENTS
b7	I	INDEX ID
b6	-	RESERVED
b5	P	PP ID (STILL/MOTION PICTURE CHANGE POINT)
b4	EH	EDIT HEADER ECC BLOCK IS HERE
b3	↑ EP0	EDIT PICTURE HEADER OFFSET (0-15)
b2		
b1		
b0	↓	

FIG. 12

bit	b7	b6	b5	b4	b3	b2	b1	b0	f0
D1	s2	s1	f11	f10	f3	f2	f1		
D2	S3	s12	s11	s10	s3	s2	s1	s0	
D3	S4	m12	m11	m10	m3	m2	m1	m0	
D4	s6	s5	h11	h10	h3	h2	h1	h0	

FIG. 13

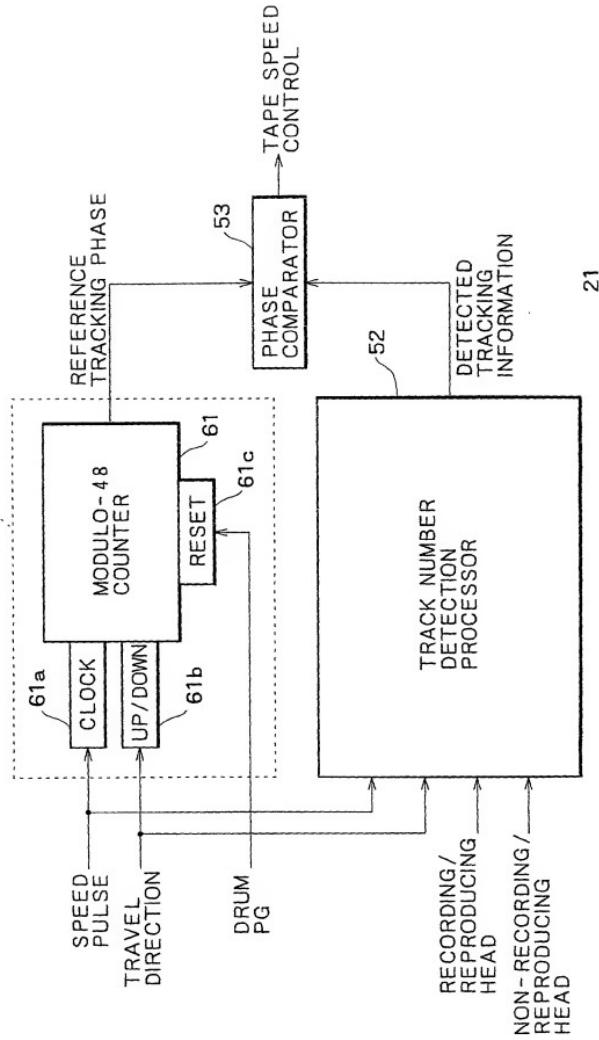


FIG. 14

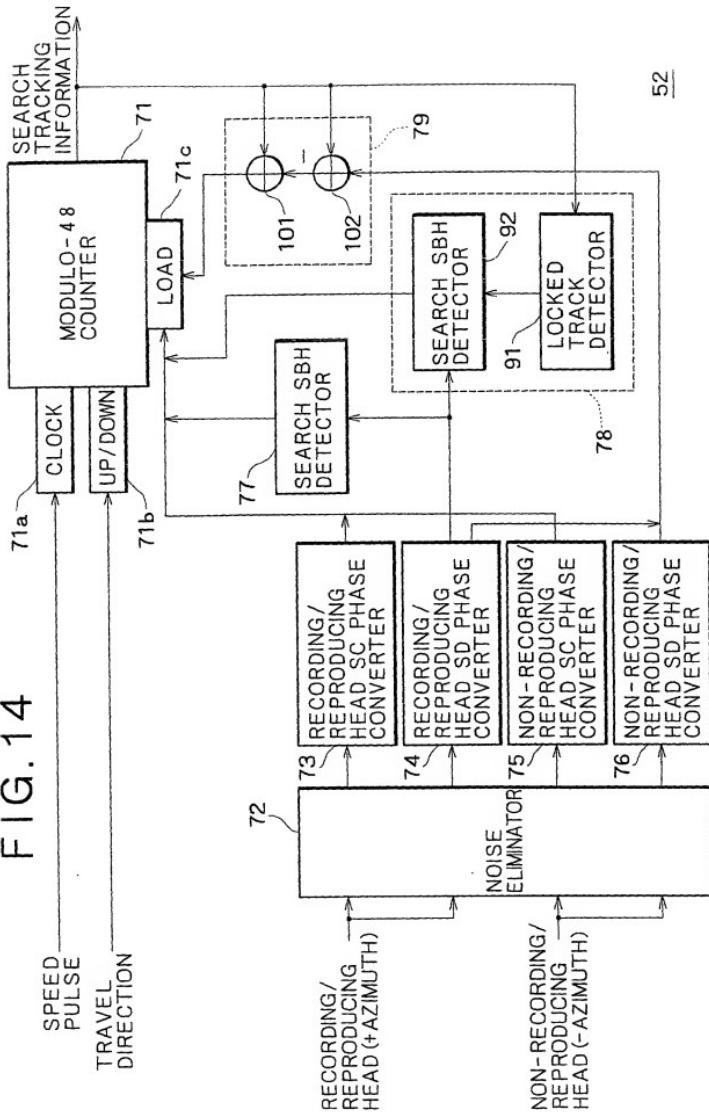


FIG. 15

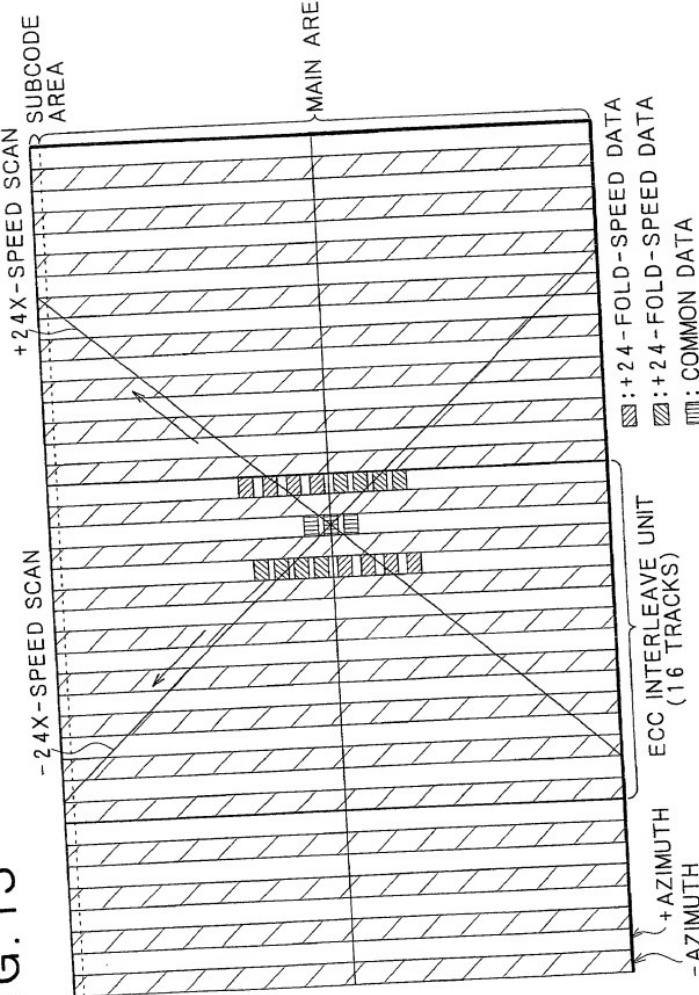


FIG. 16

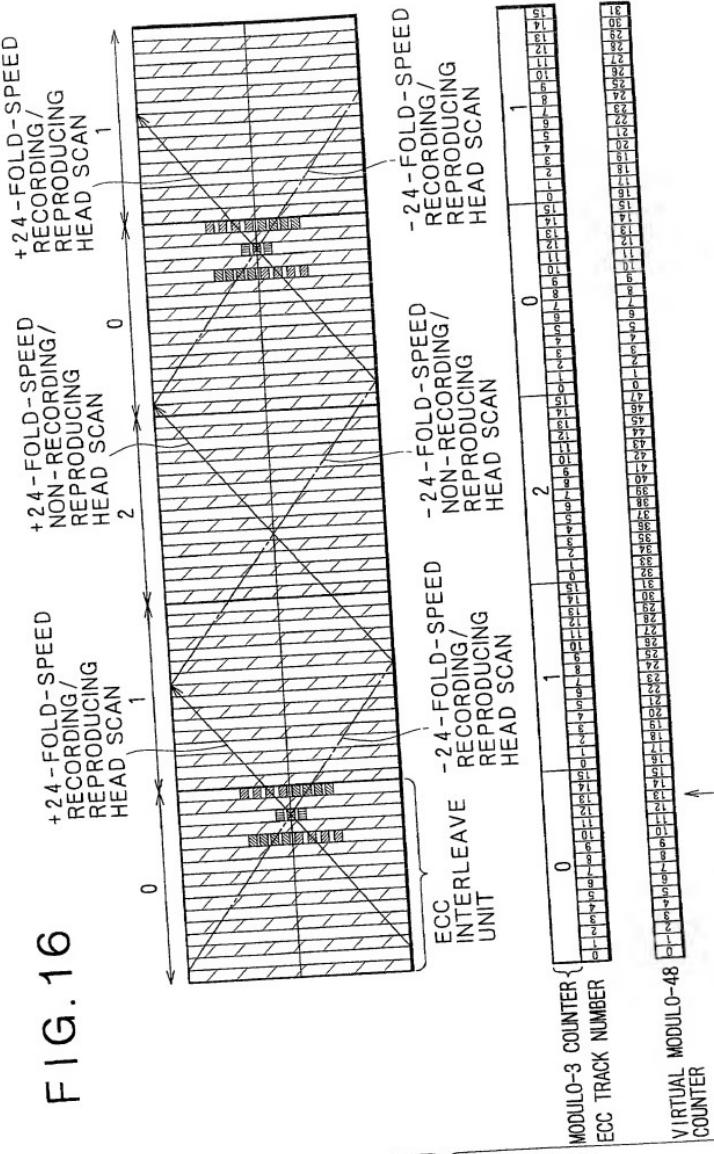


FIG. 17

